

# MAGE

## THE AWAKENING

SECOND EDITION

Shadow Name:  
 Player:  
 Chronicle:

Virtue:  
 Vice:  
 Concept:

Path:  
 Order:  
 Legacy:

## ATTRIBUTES

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

## SKILLS

## OTHER TRAITS

### MENTAL

- Rote Skill*  
 (-3 unskilled)
- Academics \_\_\_\_\_ 00000
  - Computer \_\_\_\_\_ 00000
  - Crafts \_\_\_\_\_ 00000
  - Investigation \_\_\_\_\_ 00000
  - Medicine \_\_\_\_\_ 00000
  - Occult \_\_\_\_\_ 00000
  - Politics \_\_\_\_\_ 00000
  - Science \_\_\_\_\_ 00000

### PHYSICAL

- Rote Skill*  
 (-1 unskilled)
- Athletics \_\_\_\_\_ 00000
  - Brawl \_\_\_\_\_ 00000
  - Drive \_\_\_\_\_ 00000
  - Firearms \_\_\_\_\_ 00000
  - Larceny \_\_\_\_\_ 00000
  - Stealth \_\_\_\_\_ 00000
  - Survival \_\_\_\_\_ 00000
  - Weaponry \_\_\_\_\_ 00000

### SOCIAL

- Rote Skill*  
 (-1 unskilled)
- Animal Ken \_\_\_\_\_ 00000
  - Empathy \_\_\_\_\_ 00000
  - Expression \_\_\_\_\_ 00000
  - Intimidation \_\_\_\_\_ 00000
  - Persuasion \_\_\_\_\_ 00000
  - Socialize \_\_\_\_\_ 00000
  - Streetwise \_\_\_\_\_ 00000
  - Subterfuge \_\_\_\_\_ 00000

### ARCANA

- Death \_\_\_\_\_ 00000
- Fate \_\_\_\_\_ 00000
- Forces \_\_\_\_\_ 00000
- Life \_\_\_\_\_ 00000
- Matter \_\_\_\_\_ 00000
- Mind \_\_\_\_\_ 00000
- Prime \_\_\_\_\_ 00000
- Spirit \_\_\_\_\_ 00000
- Space \_\_\_\_\_ 00000
- Time \_\_\_\_\_ 00000

### MERITS

- \_\_\_\_\_ 00000
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- Size: \_\_\_\_\_
- Speed: \_\_\_\_\_
- Defense: \_\_\_\_\_
- Armor: \_\_\_\_\_
- Initiative Mod: \_\_\_\_\_
- Beats:
- Experience: \_\_\_\_\_
- Arcane Beats:
- Arcane Experiences: \_\_\_\_\_

### HEALTH

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### WILLPOWER

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### GNOSIS

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### MANA

### WISDOM

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### CONDITIONS

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 \_\_\_\_\_  
 \_\_\_\_\_

### ASPIRATIONS

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### OBSESSIONS

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 \_\_\_\_\_  
 \_\_\_\_\_

Aspirations 3 • Obsessions - 1 at Gnosis 1 or 2, 2 at Gnosis 3 • Attributes 5/4/3 (+1 dot in any Resistance Attribute) • Skills 11/7/4 (+1 dot of Occult if in an Order) (+3 Specialties)  
 Arcana - 6 dots, none over 3, at least 1 dot in each Ruling Arcanum, none in Inferior Arcanum • Praxes - 1 per dot of Gnosis • Rotes 3 • Merits 10 • Health = Stamina + Size  
 Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7  
 Starting Gnosis = 1 • Starting Mana = Full as per Gnosis

